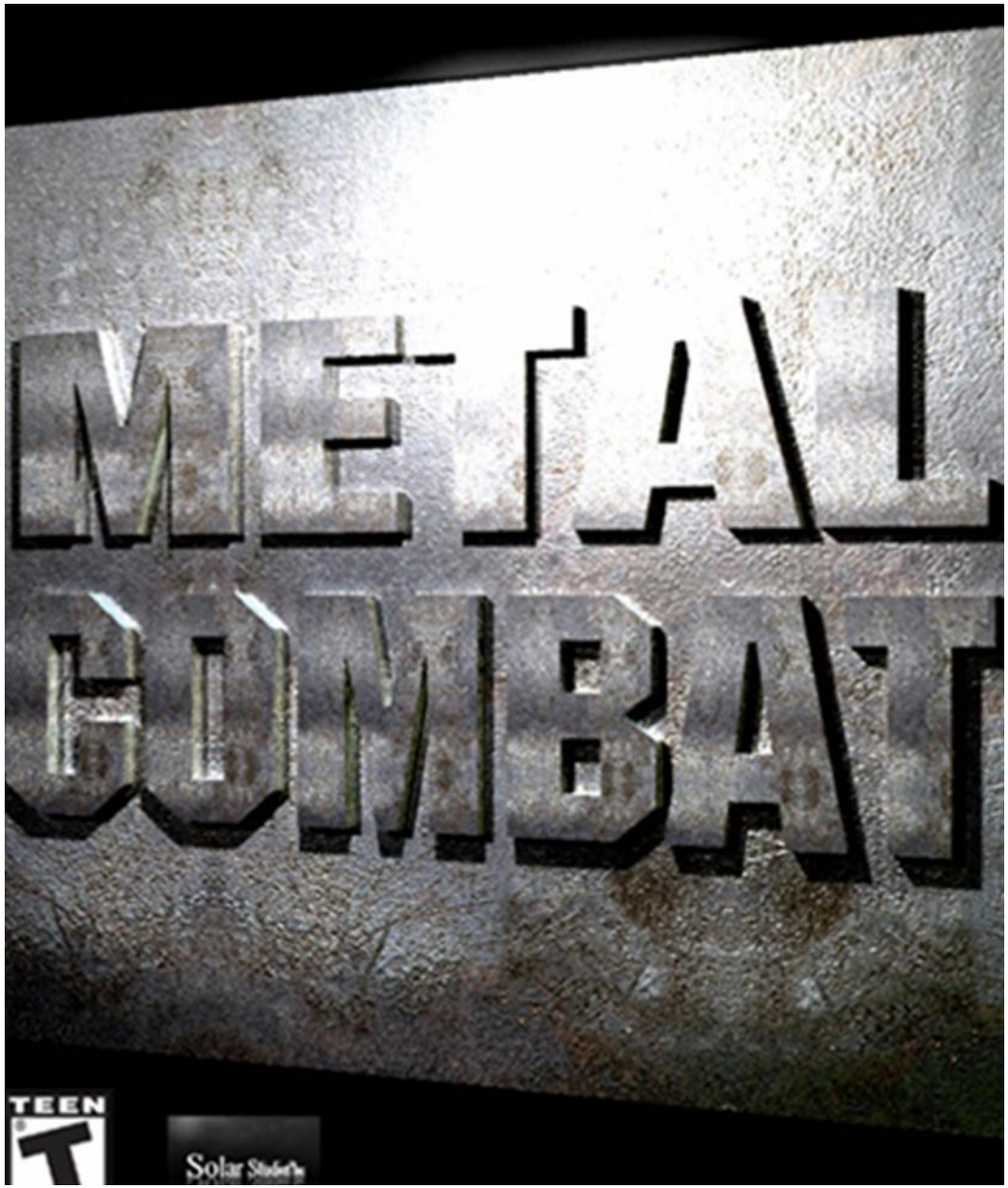
METAL
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GETTING STARTED

INSTALLATION

Set up your PC system by following the instructions:

1. Turn on your PC, let your OS boot.
2. Press the eject button and the disc tray will open.
3. Place the Metal Combat ™ disc on the disc tray with the label facing up and close the disc tray.
4. You will be presented with a dialogue box from which you should select "Open Folder to View Files.".
5. Double click "setup.exe". This will launch the installation wizard which will present you with further instructions for installing the demo.
6. Launch Metal Combat from your program list in the start menu.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to the discs or disc drive:

- Insert only PC compatible discs into the disc drive
- Never use oddly shaped discs
- Do not leave a disc in the PC for extended periods

GAME CONTROLS

USING A USB GAMEPAD OR KEYBOARD CONTROLLER

1. Insert the USB PC controller into any USB port on your PC. For multiple players, connect additional controllers to available USB ports.
2. Install any controller drivers included with gamepad or keyboard
3. Follow all on-screen instructions and refer to this manual for more information about using a PC gamepad controller to play Metal Combat ™.
4. Rumble gamepads are supported for the ultimate realism in hard hits.

DIRECTION CONTROL—LEFT JOYSTICK OR ARROW KEYS
KICK BUTTON
PUNCH BUTTON
DODGE/MISC BUTTON
BIG ATTACK BUTTON
JUMP+DIRECTION
KICK BUTTON + DIRECTION
PUNCH BUTTON + DIRECTION
DODGE/MISC BUTTON + DIRECTION
BIG ATTACK BUTTON + DIRECTION
JUMP+DIRECTION
PUNCH+KICK
KICK+JUMP
JUMP+DODGE
PICKUP
THROW
SECRET COMBOS!

GAME CONTROLS

USING A PC GAMEPAD CONTROLLER TO PLAY

1. Plug 1 or 2 USB gamepad controllers to play 1 or 2 players on 1 system.
2. Combos can be created by pushing two buttons at once (ie jump + kick) or by stringing moves together.
3. Rumble and/or force feedback controllers are supported.

The following is the default controller setup.

USING A KEYBOARD TO PLAY

1. With no gamepad controller connected players may use the keyboard to control Metal Combat ™.
2. Combos can be created by pushing two buttons at once (ie jump + kick) or by stringing moves together.
3. Follow all on-screen instructions and refer to this manual for more information about using a PC keyboard controller to play Metal Combat™.

Arrow keys: move/turn

A =	Punches
C =	Dodge/Block
S =	Kicks
Space =	Jump
Z =	Scoop
X =	Pick up/Throw
Q =	Big Attack
W =	Shoot/Throw
D =	Character development
V =	Change view

STARTING THE GAME

To start the game , walk the chromaton into the truck and launch the main menu.

MAIN MENU SCREEN

The following categories will appear in the Mode Select Screen: NEW, LOAD, and OPTIONS. Use the directional pad or the Left thumbstick to select a category, and the game modes and submenus under each category will appear on the right side of the screen. Select a game mode or submenu with the Directional pad or the Left thumbstick. Confirm the selection using the A button.

NEW GAME

Select NEW to begin a new single or multiplayer game.

LOAD

Selecting Load will allow you to load a previously saved single player game and continue where you saved anywhere in the junkyard.

OPTIONS

Access the Options Menu to change various game settings. Settings in the Options Menu include: Game Settings, Controller Settings, Display Settings, Sound Settings, Ranking, and Performance Settings.

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NEW GAME SCREEN

This screen allows you to select the following game modes:

ESCAPE FROM MULDUNES SALVAGE

The big one player game. Fight against CPU opponents, survive Muldune's salvage, and destroy Sludgor to be the Heavy Metal Dominator..

FIGHT NOW VS

A two-player mode where Player 1 and Player 2 can fight each other.

FIGHT NOW

A single player mode where Fight immediately against CPU opponents without having to survive Muldune's salvage yard.

FIGHT ONLINE

A two-player mode where Players are matched up to fight PvP online. See www.metal-combat.com for software and instructions on how to set up your online Metal Combat game.

SAVING GAME

To save your game, position in the junkyard, and character stats, press ctrl. S. Saving will overwrite any previously saved game. Your saved game can be reloaded from the main menu.

GAME PLAY SCREEN

This section will provide an overview of the screen layout.

A. FUEL: If your character runs out of fuel, its Game Over.
B. CHARACTERS NAME: Displays the character's name.
C. LIFE FORCE METER: The rusted bar indicates how much health remains for the character.
D. SCORE: Displays character's current score.
C. RECYCLES: Displays the number of recycles available to your character.

PAUSE/CHARACTER DEVELOPER:

Press the START button at any time during the game to open the Character Attributes screen and pause the game.

Fuel can be converted into any of the available attributes, such as speed, throw, strength, etc. Be careful not to use up too much fuel or you won't last long in the junkyard, resulting in game over.

GAME RULES

This section covers the conditions for victory and the basic rules shared by all the game modes.

HOW TO WIN

FIGHT NOW
Win a single fight by multiple beatdowns. A beatdown occurs when a characters life force is reduced to zero. Winning in Fight-Now mode requires winning a varying number of rounds depending on the number of recycles a character has.

ESCAPE MULDUNES SALVAGE
Fight, smash, and swing your weight to make it through tons of levels and the many worlds of Muldune's Salvage. You've only won when Sludgor is destroyed and you escape!

GAME OVER

Game Over occurs when all of your character's recycles and life force have been reduced to 0. In modes where there are rankings, such as qualifying, players are able to enter their names into the rankings. Game Over can also occur when you are forced out of an arena into a car crusher, oil, molten metal, toxic waste, or other dangerous hazards.

BASIC TECHNIQUES

FIGHT
Head and chest hits do the most damage. Find your opponent's weak spot and dominate!

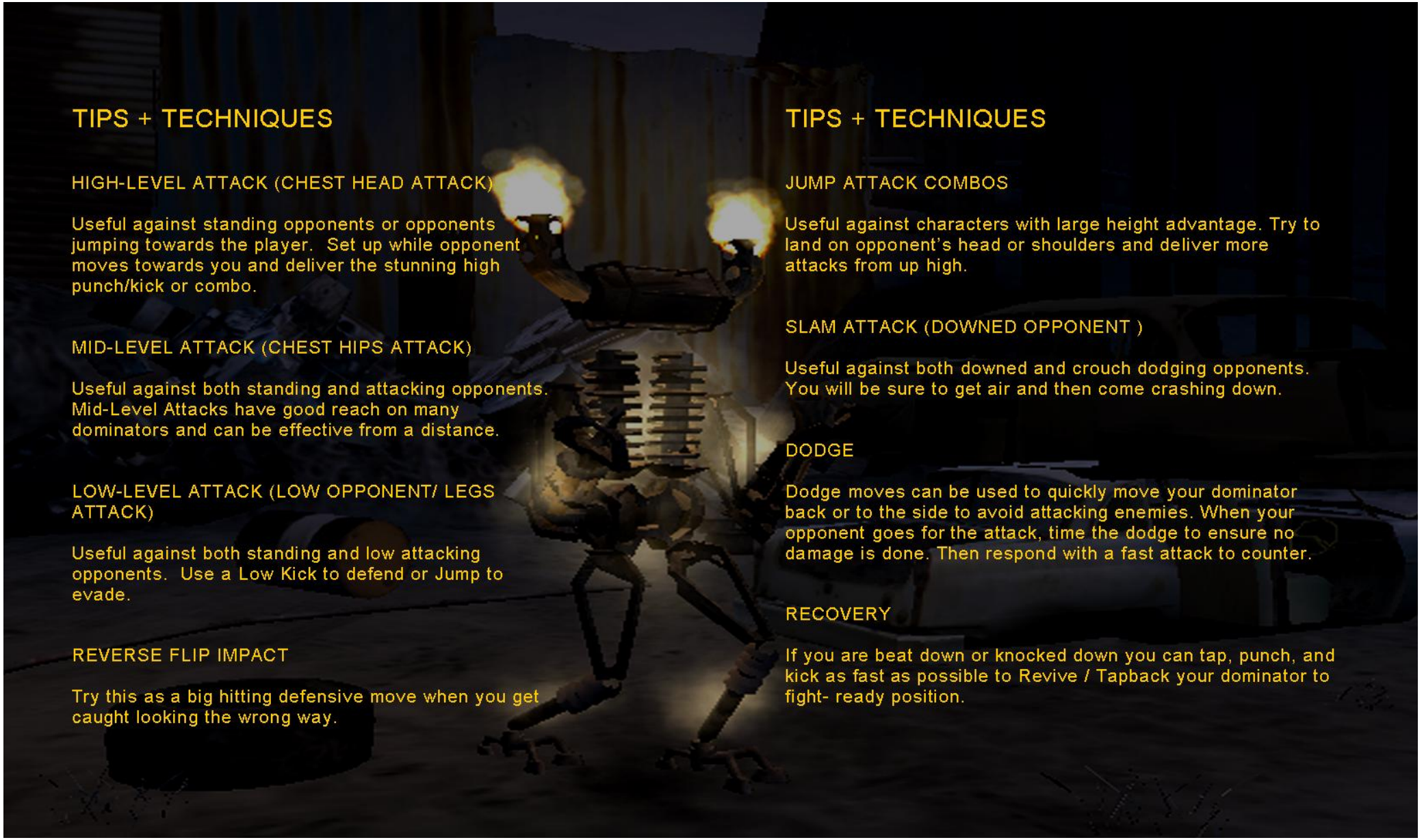
Getting your Opponent from behind or the side can give you big points and cause them major damage.

Aim and control your moves. Dominators will respond very accurately to your input, so use this to your advantage to land big hits and put your attacks where you need them.

JUMP
Use jump attacks to inflict maximum damage on huge dominators. The left thumbstick can be used to control your dominator's jumping aerial assaults.

PICKUP + THROW
Pick up and throw objects in the junkyard in order to land the first blow to slow moving dominators. Use your environments. Lots of small junk can be used as weapons for fighting or throwing. Pick up junk if you can, and crush your enemies. Destroying a building on your opponent will cause damage and drain their life force

DESTROY
Some walls and structures are weak and can be destroyed. Many paths through the junkyard are not easily visible. Try smashing through, you might just find a shortcut!



TIPS + TECHNIQUES

HIGH-LEVEL ATTACK (CHEST HEAD ATTACK)

Useful against standing opponents or opponents jumping towards the player. Set up while opponent moves towards you and deliver the stunning high punch/kick or combo.

MID-LEVEL ATTACK (CHEST HIPS ATTACK)

Useful against both standing and attacking opponents. Mid-Level Attacks have good reach on many dominators and can be effective from a distance.

LOW-LEVEL ATTACK (LOW OPPONENT/ LEGS ATTACK)

Useful against both standing and low attacking opponents. Use a Low Kick to defend or Jump to evade.

REVERSE FLIP IMPACT

Try this as a big hitting defensive move when you get caught looking the wrong way.

TIPS + TECHNIQUES

JUMP ATTACK COMBOS

Useful against characters with large height advantage. Try to land on opponent's head or shoulders and deliver more attacks from up high.

SLAM ATTACK (DOWNED OPPONENT)

Useful against both downed and crouch dodging opponents. You will be sure to get air and then come crashing down.

DODGE

Dodge moves can be used to quickly move your dominator back or to the side to avoid attacking enemies. When your opponent goes for the attack, time the dodge to ensure no damage is done. Then respond with a fast attack to counter.

RECOVERY

If you are beat down or knocked down you can tap, punch, and kick as fast as possible to Revive / Tapback your dominator to fight- ready position.

TROUBLESHOOTING

- Is DirectX9 software installed?
- Do you have a DirectX9 compliant video card?
- Did you select SETUP.exe from the Metal Combat™ CD?
- Are you using Windows XP operating system?

SOUND

-Are your speakers plugged in?
-Is your soundcard software installed if you are using an upgraded sound card?
-Is your mute off and volume up in your sound setting control panel?
-Adjust Sound settings to faster performance to improve sound latency at the expense of quality 3D simulation in the OPTIONS screen.

VIDEO

-Is your display set to 32 bit color?
-Is your display set as the main monitor for your system?
-Adjust PERFORMANCE settings to faster performance to improve sound latency at the expense of high quality 3D simulation in the OPTIONS-> PERFOMANCE screen.

CPU

-Restart your PC before playing Metal Combat™.
-Only run Metal Combat™ application.
-Background applications will interfere with performance.
-More RAM = More Speed, so a good upgrade is more RAM.

For top secret info, tips, and more awesome Metal Combat™ action go to www.Metal-Combat.com

Minimum Sys Req.-

1.5 ghz+ CPU Windows XP
DX 9 video card,
Direct x 9 installed
CDROM Drive
256mb RAM

Suggested Sys Req.-

2.5 ghz+ CPU Windows XP
DX 9 PS2.0+ video card,
Direct x 9 installed
CDROM Drive
512+mb RAM
2 usb rumblepads analog joysticks
Broadband Internet Connection

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